

Toa Tanak
Jan 17 2009, 01:23 AM

IC: Alpha didn't know if the gate was locked or not. "Grab on!" he called. Zyra did. Alpha focused his power. Then they were on the other side of the gate. He found that it was locked, and unlocked it.

Lewa And Axalara
Jan 17 2009, 02:21 AM

IC: Zyra was shocked as he appeared behind the gate.
"Woah," said Zyra, "how'd you do that?"

imperial officer
Jan 17 2009, 02:31 AM

IC: "Ah-ha!" said David as he and Zyra got pushed by Alpha's power. However he still had part of the Acid on his hand, when it made contact with the power, it, after about 5 seconds, exploded, making a huge hole that they fell down.

Lewa And Axalara
Jan 17 2009, 03:38 AM

IC: "Why am I always part of something like this?" moaned Zyra.
He looked upwards at the hole entrance.
"Hello?" he called.
There was no answer. Zyra turned to David and Alpha.
"Well, it looks like we're stuck here -for now at least." said David.

OOO: By the way does anyone know what happened to the Johnny Thunder and rock raiders RPGs?

imperial officer
Jan 17 2009, 05:28 AM

OOO: They basically didn't get any posts and people stopped interacting with each other, so nobody could really come up with any new ideas, so people stopped posting. It's a shame really, the RR RPG was always my favorite. If only we could start fresh, such as our second trip.
IC: "How about we dig to the trouble train?" suggested David.

PeabodySam
Jan 17 2009, 08:01 AM

OOO: Digging to the Trouble Train! What a great idea! Too bad there's no digging materials nearby... and using your hands, it would take forever.

Oh, and TC01, good to hear you're back as well. In truth, I was actually waiting for you to post something about Reptile and Tail before I said what Rex and Greybeard were doing, but... you know me, not exactly the award-winner of the "Most Patient Man In The World" title. BTW, yes - the mountain we just climbed was the volcano, and not quite - the gateway only leads inside the headquarters, we still need to go to the basement levels to reach the Trouble Train.

BTW, I'm starting to notice that CoKK and Cohrii haven't been posting here much either. I assume it's for the same reason why I haven't been posting much in the past two weeks and probably all of next week - lots of homework, even more studying, and of course midterms. We'll see if my hunch is correct when the month is over.

IC: Rex heard beeping on his PDA. He discovered it was a message from Zyra, who claimed that they had found an entrance into Ogel's base, but some of David's acid exploded and created a hole in the floor through which they fell and became trapped. Rex frowned, and was about to send back a message to advise them to stay calm until they could be rescued, but just then his PDA beeped again - this time, because of low power. Seconds later, the PDA's screen turned black.

Greybeard watched with interest as Reptile disassembled one of his scanning devices. Being a Pirate, used to vehicles and technology from the nineteenth century (although, twenty years ago, he had a few run-ins with some Minifigs who called themselves Time Cruisers from seven years in the future, which nowadays is twelve years ago), he was not very good with modern technology, and could only marvel at how Reptile worked, as though disassembling scanners was Reptile's second language.

Not one of the Minifigs had noticed that a small red-black hovercraft, piloted by two Sea Drones, was making its way towards them...

TakunuvaC01
Jan 17 2009, 09:57 AM

OOC: Just as a note, my RPG (Johnny Thunder) isn't dead, though I don't know about the RR RPG. I have been planning to keep posting there. However, I have found it is difficult to maintain. In the past, we had been reduced to myself and Atton Rand, and the RPG nearly died about six times, due to my lack of interest as a result. However, there was an influx of new people which stabilized it. In fact, after this post I'm going to post there. My schedule has been rather hectic at late.

Ideally, and RPG should be able to run itself if the gamemaster steps out for a certain amount of time. I'm pleased to note that mine was able to, and this one was also able to. The old AT RPG was also, but the gamemaster never returned. Well, he did, but then left again, right?

IC: Reptile looked at his device, and nodded. It was ready. He just needed to connect the power from the dead communicator... and groaned. The power chip was a cube. The entrance hole was a circle. *After sixty years, we can't fix this problem?* he thought to himself in anger. Looking at what he had left... well, he took a knife and slashed the power plug in cover off, and lifted the

wire beneath it. He connected the wire to the cube's protruding power cables, and there was a flash. The communicator/scanner/welding tool/piece of junk glowed. It was active. He pressed a button, and broadcast a signal to the command base.

"Ogel Command Center, this is *Dino Attack* outside. We have no way of gaining entrance to your bas. Please open door."

Unfortunately, through the communicator, it came out as, "Ogel... Dino Attack...trapped outside...gaining entrance...base...door."

Cohrii

Jan 17 2009, 11:50 AM

OOC:

In fact, I actually was in an improv show last night, so all of this past week I was in school until about 5:30, practicing and helping set up. And before that it was just writer's block. 🤔

I'm sure that Helmie, being in his mid-to-late-forties, would be flattered. 😊

IC: Hotwire, Kat, and Helmie had fallen behind the others. Helmie's eyes were squeezed shut and his hands were clamped so tightly around the rope that they were turning white.

"Just think of it this way," Kat was encouraging. "You're technically still on the ground." Helmie just groaned.

Hotwire looked up and saw a red and black hovercraft gliding towards the others, who were about seventy feet ahead/above them. "Maybe we could hitch a ride," he said sarcastically.

Helmie groaned again, pried open his eyes a crack, looked up, looked down, and passed out. Fortunately, he still had a death grip on the rope.

Lewa And Axalara

Jan 17 2009, 12:29 PM

IC: Zyra kept trying his PDA, he sent another message to Rex but didn't get a reply. Then he sent three more but still he didn't get a reply.

"I sent Rex four messages on my PDA but I still haven't gotten a reply." said Zyra.

imperial officer

Jan 17 2009, 02:01 PM

IC: "Let me help you, perhaps there is something wrong with it." said David.

Lewa And Axalara

Jan 17 2009, 08:43 PM

IC: Zyra and David checked it. Then David tried to send a message to Rex on his PDA but didn't get a reply.

"Maybe something happened to him." said Zyra.

Toa Tanak

Jan 17 2009, 10:12 PM

IC: Alpha could see that they were in a pickle. Rex wasn't replying to messages sent by Zyra's PDA. He walked around the bottom of the hole. Suddenly he felt loose dirt. He pushed it and it fell away revealing a tunnel. "Uh, guys. I think we just found a way out," he called to Zyra and David.

Lewa And Axalara

Jan 17 2009, 11:22 PM

IC: Zyra looked down the tunnel.

"Anyone got a torch or something? It looks pretty dark down there." he said.

imperial officer

Jan 18 2009, 10:49 AM

IC: "I have." said David.

Toa Tanak

Jan 18 2009, 11:35 AM

IC: The group continued down the tunnel. It was pitch dark except for David's torch. There was too many unknown noises around them for Alpha's benefit. His mind raced about huge monsters waiting for the group to come near enough, so that it could pounce...

Lewa And Axalara

Jan 18 2009, 12:26 PM

IC: "If this tunnel goes on for too long we'll have to turn back." said Zyra.

He squinted in to the darkness far ahead of him.

imperial officer

Jan 18 2009, 12:50 PM

IC: David walked on. He looked really hard. *Nothing*. He came to a halt. "Did you hear something?" he asked, quite shocked.

Lewa And Axalara

Jan 18 2009, 08:01 PM

IC: "I don't think so." said Zyra, "what about you Alpha?"
He turned towards Alpha. He could barely see anything in the darkness.

Toa Tanak
Jan 20 2009, 12:24 AM

IC: "Nope, still nothing," Alpha replied.

Lewa And Axalara
Jan 20 2009, 04:01 PM

IC: "This tunnel goes on forever." moaned Zyra.
They continued on, eventually reaching a fork in the tunnel.
"Uh oh, which of the two should we take?" asked Zyra.

Toa Tanak
Jan 24 2009, 01:31 PM

IC: "I say we go right," Alpha said. "Why?" asked Zyra. "Because we hardly ever go right," Alpha replied.

Lewa And Axalara
Jan 24 2009, 06:06 PM

OOC: Matau in voyage of fear 😊
IC: "Ok then." agreed Zyra.
OOC: Where's this tunnel going to end?

Cohrii
Jan 24 2009, 08:53 PM

OOC: Maybe inside Ogel's base?

IC: With some difficulty, Hotwire and Kat half coaxed, half dragged Helmie up the mountain. They got to the summit, rejoining Rex, Greybeard, and Reptile in front of a large skull-shaped gate. The hovercraft reached them at the same time.

TakunuvaC01
Jan 24 2009, 09:10 PM

IC: Reptile turned to see Hotwire and his friends and then was surprised to see two Aqua Drones (correct me if they weren't) getting off the hovercraft. They raised their spears and pointed them at the Dino Attack team. Reptile sighed in annoyance.

"Let's not go through this again, okay? We're Dino Attack- not Alpha Team- and we're here because the DA team signed an alliance with Ogel. Right?" snapped Reptile irritably. When you

just had your T-1 shot down by drones who were supposed to be your allies, you get a little annoyed at them.

The Drone regarded Reptile suspiciously. "We were sent to investigate that T-1 crash. Do you know how it happened?" he asked. Reptile almost exploded.

"Yes! *You* shot down *my* helicopter *before* giving me permission to land. Not very nice? And then you act as if you don't know this?" he snapped. "Now let us in already!"

PeabodySam

Jan 24 2009, 09:54 PM

OOC: Yep, they were Aqua/Sea Drones. I personally refer to them as Sea Drones, but we can have both names in the sense that Reptile thinks of them as Aqua Drones and Rex thinks of them as Sea Drones, or it could be that the names are interchangeable, like Evil Orb and Mind-Control Orb.

IC: The two Sea Drones traded glances. "Really?" one murmured. "It was a T-1 Typhoon that was shot down? I did not know that..."

Rex immediately grabbed Reptile's wrist before the latter could charge at the drones. "Once again," Rex said in a passive voice, "the Dino Attack team is an ally of Ogel currently, and we need to get inside the Ogel Control Center. Open the Security Door, now."

"Well, frankly - " the other Sea Drone began to speak, Greybeard gave up trying to peaceful negotiations.

The old pirate grabbed a pistol and pointed it at the Sea Drone's helmet. "Open the bloody door!" he shouted. "Open the door or I'll blow yer bleedin' skull off! I have no morals against that - I be a pirate! I pillage! I plunder! I rifle and loot! Now, yer going to open that door and get us inside Ogel's base, or yer skull will go flying, ye stupid skeleton! I can take on a thousand of ye drones, just try me!"

While everyone was focused on Greybeard threatening the two Sea Drones, Kat's eyes wandered. She then spotted something odd sticking out of the Security Door - a small camera. It zoomed in on Greybeard pointing a pistol at the Sea Drone, then turned to observe the Dino Attack agents. It finally spotted Kat, beeped quietly, and sank back into the Security Door. The massive iron skull shook, creaked, and rose, revealing a passageway beyond.

Greybeard smiled. "See? I knew that would work! Ye drone scum be no match for me!"

The group of Dino Attack agents entered the passageway. As soon as they were all inside, the Security Door slammed back down, trapping them in darkness. When the lights went back on, there stood an army of twenty-or-so drones of various types, with a Super Ice Drone in the lead. The cold, intelligent, commander drone smiled. "You thought you could raid Ogel's main base easily? We heard the radio call of you gaining entrance... what better way to let you get the

entrance you wanted, than to let you gain entrance to your doom?"

"What's going on here?" shouted Rex. "We're on a mission from Ogel to secure the Goo Caverns!"

"How do we know?" the Super Ice Drone frowned. "Ogel has not made a single communication with us for months. We've been trapped in this base ever since he was captured by Libo. We've set up a brand-new security system - it doesn't matter anymore if you're Dino Attack agents, Alpha Team agents, or... pirates who have no fear of skeletons. If you're not one of us... and if Ogel doesn't tell us firsthand that you're on our side... then we will kill you. Just as I'm about to order these drones to do to you. Any last words?"

TakunuvaC01

Jan 25 2009, 09:31 AM

IC: Reptile raised a hand. He had passed through the state of anger quite rapidly and was now somewhere on the other side. "Actually, I do. If you send a message at the frequency..." here he rattled some numbers off, "you should be able to get in contact with Ogel. You can confirm our orders with him." The Super Ice Drone frowned even more, but he waved a hand to order a communications device brought down. The other Drones, meanwhile, pressed closer with spears, drills, and lasers but did not yet fire.

Toa Tanak

Jan 25 2009, 09:12 PM

IC: The tunnel suddenly stopped in front of Zyra, Alpha, and David. There was a small light with some stairs at the end. "Where do you think they end?" asked David. "I don't know, but we're about to find out," replied Alpha as he started for the first step.

Lewa And Axalara

Jan 26 2009, 01:32 AM

IC: Zyra, David and Alpha began climbing the staircase. It was longer than they expected and the light got brighter as they neared the top. Soon they were out of the tunnel.

OOC: Who wants to decide where we are?

imperial officer

Jan 26 2009, 02:48 AM

OOC: ME!

IC: The DA agents looked around. "I think we're at the Trouble Train." said David.

Cohrii

Jan 26 2009, 07:53 PM

OO: Just one problem: I think Rex is the only one who knows how to get to the Goo Caverns from the Trouble Train. And I'm sure the Train would not be unguarded. 🤔

IC: Suddenly, the three agents were surrounded by various types of drones, brandishing their spears and chainsaws. The leader, a super Ice drone, stepped forward, brandishing his chainsaw.

"Thought you could cut off all our escape routes, did you?"

David was taken aback. "What do you mean? We're Dino Attack agents. We're on a mission - "

The super Ice drone cut him off. "We know, a mission 'from Ogel' to 'secure the Goo Caverns.' Well, we've already called your bluff. Your friends at the front gate have already been captured. They're probably being killed as we speak, just like you're about to be! If I were you, I'd start thinking of some famous last words, because you've only got until the order comes through!" Around them, drones readied their weapons.

Alpha tried to use his speed power to escape, but a blast from the super Ice drone's saw knocked him flat before he had made it fifty feet. Two drones dragged him back into the circle.

Alpha weakly sat up. "Too bad we don't have any of that knockout juice you mentioned earlier," he said to David.

=====

Hotwire shifted from foot to foot nervously as the drones brought in the communicator and started to calibrate it to the frequency Reptile had said. Helmie was a little more optimistic.

"I bet I could take down a quarter of these guys," he boasted. Hotwire looked at him strangely. This from the same person who had been petrified with fear on the mountain outside?

"It wouldn't be enough, though," replied Kat. "Besides, they would definitely have backup in the rooms around this one."

"Aye, but I could take down a *third* of them," put in Greybeard. "I be in agreement with Helmie - I won't go down without a fight."

"We're not going to need to fight," Rex interjected. "As soon as they get in touch with Ogel, he'll confirm what we said and we'll go on our way."

Suddenly there was a banging on the security door outside, and a muffled cry to open up. The small camera popped out through a hole on the door. After a few seconds it grated upwards, and in the doorway stood Agent Zenna.

"Zenna, run!" shouted Hotwire. "It's a trap!" But it was too late. The gate slammed back down behind her.

The super Ice drone grinned menacingly. "Ah, another guest."

Just then, the communicator crackled to life, and Ogel's grumpy voice boomed throughout the room. "What? Who is this? What do you want?"

"This is Advanced Ice Drone #2197, sir. We have captured some agents from Dino Attack trying to raid the Control Center and the Trouble Train. What are your orders?"

Lewa And Axalara
Jan 27 2009, 01:44 AM

IC: Zyra looked around. All their escapes were barred. They could only hope the other Dino Attack Agents could save them in time.

imperial officer
Jan 27 2009, 02:24 AM

IC: "Alpha, use your power! I still have a bit of acid! Aim it at the roof!" shouted David "As for last words, I don't think I need any.". The acid exploded, leaving only the Super Ice Drone left. "As for you, my friend," said David "You should come to a firm understanding.

Toa Tanak
Jan 27 2009, 01:11 PM

IC: The super ice drone wasn't going down without a fight. He raised his chainsaw to strike at Alpha. Who dodged in time. Then the super ice drone charged again.

imperial officer
Jan 27 2009, 01:53 PM

IC: David kicked the drone from behind. That didn't do harm, but it allowed Alpha to use his speed power, knocking into the drone. David quickly put acid on it, Alpha blew it up and Zyra fiddled with the circuits. The drone fell to pieces.

Cohrii
Jan 27 2009, 04:31 PM

Actually, there isn't, I believe. After all, you, PeaSam, CoKK, and I all have multiple characters, and there's nothing wrong with that. The rules and guidelines say nothing about the number of profiled characters you start with, so I think we can safely assume it's okay unless PeaSam says otherwise.

And by the way, sonofkevinstein, you don't need to wait to be approved to post IC; you can start whenever you like, [important]just so long as you've switched to a starter vehicle.[/important]



I think I can help with that. 😊 Hopefully imp. off. won't mind, though.

IC: Suddenly, they heard a shrill, frantic beeping coming from a device amidst the remains of the advanced Ice drone. As if in response, a loud, harsh buzz sounded, and thick metal barriers slammed down in front of all the doors, and in front of the Train platform.

"I guess we should have seen that coming," said Zyra. "There aren't even any controls to reopen these from in here." He turned towards Alpha. "Maybe you could get through with your speed powers."

Alpha nodded and ran at one of the metal doors, accelerating to a blur in an instant. But instead of passing through the door, he hit it at full speed and stumbled back, his head spinning and his ears ringing from the force of the collision. "No luck," he said, leaning against the wall to regain his composure. "They must have some sort of molecular shielding."

"I guess the only thing to do is wait for the others to get here," said David, his voice full of frustration.

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Ogel's response was immediately cut off by a sea drone who rushed up to Advanced Ice Drone #2197 with new information. "Sir!" he cried. "The raiders in the Trouble Train put up a fight and somehow took out the entire force that intercepted them. They even destroyed Advanced Ice Drone #3506. Fortunately, his failsafe beacon was not damaged, and they are currently isolated by the emergency doors." #2197 nodded, pleased. But Ogel, over the communicator, cleared his throat.

"Who brought that message?" he asked.

"Sea Drone #740110, sir," the messenger proudly said.

"Don't interrupt while I'm talking. You're fired," said Ogel. #740110 sputtered protestingly, but he was dragged to the door by two other drones. The door grated open, the unfortunate sea drone was shoved outside, and the door clanged shut again.

OOO: I just realized this is the second time in two days that I got Alpha beaten up. Tanak, I promise it will not become a pattern. 😊

PeabodySam
Jan 27 2009, 07:19 PM

OOO: And so, here I am. Don't worry, I haven't abandoned you guys... I won't be doing that again for a while. Welcome to the RPG, sonofkelvinstein, and I hope you enjoy your stay. As TC01 and Cohrii have already stated, you cannot start off with an Iron Predator or a T-1 Typhoon - you're limited to a Steel Sprinter, Urban Avenger, or Fire Hammer.

As for the multi-character issue, this is the way I see it. You can only play as one main character, and you must play as this character at least 85% of the time. This is your main character that you sign up as; you must try to pay most attention to that character. In addition, anybody can play as your character, but this ability is very limited, and is usually restricted to if your character is working with another member's character (in this case, why imperial officer is able to play as Alpha) or if another member has to correct a mistake or god-modding (in this case, why Cohrii was able to play as Alpha). Also, in this RPG, anyone who has played the original LEGO Pirates RPG can play as their character from that RPG and focus on that character just as much as their main character; however, because you, if I'm not mistaken, have not played that RPG, then you can only use your Dino Attack character as your main character.

In addition, you can play as an unlimited number of NPCs, but you can only focus on them about 15% of the time. For example, I've admittedly created loads of characters (to name a few: Frozeen, Amanda, Libo, Sam, Aster Oid, and General). However, I spend most of my time playing as Rex, not these NPCs. In addition, anybody can also play as your NPCs, but still with limitations unless you grant them permission otherwise. Official LEGO characters such as Ogel count as NPCs.

For example, in this mission I'm playing mainly as my Dino Attack main character Rex and my Pirates main character Greybeard. My NPCs Frozeen and Sam are also on this mission, but as "background" characters who are taking a different route. In addition, I also play as Cohrii's main character Hotwire and his NPCs Kat and Helmie, and TakunuvaC01's main character Reptile and his NPC Tail. I can play as Rex and Greybeard to any extent; Frozeen and Sam to a lesser extent; and Hotwire, Kat, Helmie, Reptile, and Tail to an even lesser extent.

Hope this post was helpful.

(BTW, yeah. Cohrii does such an awesome depiction of Ogel!)

PeabodySam

Jan 27 2009, 08:18 PM

OOO: No, no, no, that's not what I meant. If your main character is working with your NPCs, then you can play as your NPCs as much as you want. However, what I meant was that when it comes to posts exclusively featuring your main character versus posts exclusively featuring your NPCs, you should have more of the former than the latter. For example, let's look at the following examples:

This is an example of a person who uses their main character (Smith) working with his NPCs (John and Black). This scenario would be okay, because all four of his posts focus on his main character as well as his NPCs.

- Post 1: Smith, John, and Black go to McDonald's
- Post 2: Smith, John, and Black talk while waiting for food
- Post 3: Smith, John, and Black eat
- Post 4: Smith, John, and Black decide that they don't like McDonald's food, and so leave the

restaurant

This is an example of a person who uses their main character (Jordan) working with his NPCs (Michael and Kyle). This scenario would be okay, because in his final post where the two teams split up, he focuses on Jordan, so he's using his main character more than his NPCs.

- Post 1: Jordan, Michael, and Kyle are locked in jail
- Post 2: Jordan, Michael, and Kyle break free
- Post 3: Jordan, Michael, and Kyle split apart
- Post 4: Jordan purchases a wig and a fake beard

This is an example of a person who uses just their main character (Carl). This scenario would be okay, because he is using only his main character.

- Post 1: Carl goes to a bar
- Post 2: Carl gets in a barfight
- Post 3: Carl is kicked out of bar
- Post 4: Carl goes to a second bar

This is an example of a person who uses just their NPCs (Fred and George). This scenario would *not* be okay, because he is only using his NPCs.

- Post 1: Fred wonders where he left his glasses
- Post 2: Fred fights with George over glasses
- Post 3: Fred cuts off George's ear
- Post 4: George accidentally kills Fred

However, do note that each post above is a representative of maybe ten posts. Which means that while you *can* have many posts featuring only your NPCs, you need many times as many posts that include your main character. Just for example, for every NPC-exclusive post, I'd need 15 posts featuring my main character. This means anything including the main character, such as the main character working with an NPC. Characters from the old LEGO Pirates RPG also count as main characters, which means I can play as Greybeard as often as Rex if I choose. (Do note that every number listed in this post is just an estimated example)

This is to ensure that TakunuvaC01 doesn't focus more on Tail than Reptile, that you don't focus more on Helmie than Hotwire, even that I don't focus more on Frozeen than Rex. While you can change your main character if you want, it would be best to pick your main character and stick with your choice. In fact, I was originally planning on Rex and Sam working together in this mission, because Sam was a Rock Raider, but I decided to choose Greybeard instead, in order to focus on my "second main character" rather than just one of my NPCs.

Cohrii

Jan 27 2009, 08:33 PM

OOO: Ah. Now I understand. 😊 That's a relief.

Oh, and

- Post 1: Smith, John, and Black go to McDonald's
- Post 2: Smith, John, and Black talk while waiting for food
- Post 3: Smith, John, and Black eat
- Post 4: Smith, John, and Black decide that the plastic abominations masquerading as Bionicle are an insult to the legacy of the McToran, and so leave the restaurant

Fixed. 🤔

I will IC again after we find out what Ogel's answer is. I get the feeling that PeaSam and/or TC01 may have something planned for this, and I would not want to interfere.

Lewa And Axalara
Jan 27 2009, 09:53 PM

That's better 😊

IC: Zyra paced around the room. He was growing bored of waiting. He pounded on one of the doors, as he expected nothing happened.

OOC: Not much of an IC but we need to wait for you guys so there's not much we can do

imperial officer
Jan 28 2009, 02:47 AM

OOC: I like it.

IC: David looked around, there was nothing to do, but then he decided to fix his Tie.

Lewa And Axalara
Jan 28 2009, 02:01 PM

IC: Zyra continued pacing around the room waiting for something to happen.

imperial officer
Jan 28 2009, 02:03 PM

IC: David finished repairing his tie. He then got up and paced around the room.

TakunuvaC01
Jan 28 2009, 06:52 PM

OOC:

First: Cohrii, Reptile and Magma are different. See, what happened was, I turned him into a super-agent in the original AT RPG by accident- a high-ranking AT Agent who was a really good blitzkrieger running around in a Blizzard Blaster who could build anything and had all these implants? Please.

So, when that died and I decided (after a year of inactivity) to rejoin *this* RPG, I created a new character and retconned Magma. Reptile was a civilian scientist who took Magma's spot in the Dino Attack roster. Magma worked as an engineer for DA, so Reptile took over that and got Elite ranking.

I still use Magma, though, every so often in this RPG (for instance, when we first captured Dr. Wolf, a villain NPC I made up) he showed up in three Blizzard Blasters to arrest him. He's my 'Token Alpha Team' character right now, just like PeabodySam has Frozeen, Libo, *had* the Purple Brickster Bot (yes?) as token Alpha Team people. Oh, and I intend to use him in the upcoming Alpha Team RPG.

Second: I personally don't have anything planned for Ogel's response- I was throwing it out as a life line for... anyone. But if no one else cares about it... I'll do it.

IC: Ogel shook his head in irritation. Why couldn't his Drones anticipate exactly what he wanted to do, and just do it? They shouldn't need radios anymore... what about telepathy? Even as he began running over schematics for a Telepathic Generation Orb (made with 150% of normal standard goo and six varieties of oceanic seaweed near Ogel Island, plus an Energy Crystal!), he realized it wouldn't work. Alpha Team would be able to learn of his plans so easily.

Still... there was the look of the thing to consider.

"Let them through, you morons!" He snapped over the radio. Ogel considered his next action. "Rock Drones," he ordered, knowing that Rock Drones were the most durable of all breeds due to have to labor in the Goo Caverns, and other.... classified (too classified for him even to think, if someone had invented that Telepathy Orb!)... locations. "Through the lead Super Ice Drone-" Ogel didn't care about their silly numeric system, they knew who he meant, "out the nearest window."

In the Command Center, the Super Ice Drone paled, as the Rock Drones grabbed him. The second in command of the party, an Elite Drone (standard) shrugged apologetically and spoke back into the radio. "Sir, the windows were sealed by your orders nine months ago after Alpha Team used them to-"

Ogel exploded. "Then un-seal them, and you're joining your commander!" Obediently, the Rock Drones kicked open a window and tossed out both senior Drones.

The next-highest in command Drone, an Elite Sea Drone, gestured to a Worker Drone, who deactivated the radio, and gestured even more apologetically. "You can pass. I will take you to the Trouble Train loading dock. Other Dino Attack agents are in there already and have... somewhat neutralized... our guards."

OOC: Why the 'classified'? Didn't want to give away some story ideas for the Alpha Team RPG...

Cohrii

Jan 28 2009, 07:48 PM

I care, but I just didn't feel like doing it. I guess it was just another instance of PeaSam throwing something out here to see how we react.

Incidentally, your Ogel impression is really good also. 🤔

IC: Apart from a nearsighted drone's cry of 'Blundering baseplates! It's Agent Zed come to destroy us all!' upon seeing Rex, the journey to the Trouble Train was uneventful. They passed through several security doors on their way, until they finally they came to the end of a corridor blocked off by a thick, metal barrier. The drone escorting the eight of them approached the barrier, raised his hand, and began to knock.

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"For the last time, it won't work!" cried David exasperatedly. "It's just too preposterous! Knocking on doors to the rhythm 'Shave and a haircut' will do nothing! Why even bother trying?"

Zyra paced back and forth. "At this point, I'm willing to try anything! Besides, if it doesn't work, then no one else will ever know it happened!"

David shook his head. "All you'll do is raise our hopes up only to have them crash back down."

"Well, I'm all for it," muttered Alpha "just so long as they don't crash down on *me*. I've gotten enough bruises today." Suddenly, they all turned as someone on the other side of one of the doors began to knock.

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The drone knocked again, repeating the same rhythm to which he had knocked the first time.

"'Shave and a haircut?' You've gotta be kidding me," said Zenna. But before their eyes, the door rumbled and began to slowly slide back up.

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As the door began to rise, Zyra whirled on David. "I *told* you we should have tried it! Just look; they did it, and it worked! We could have gotten out ourselves, instead of waiting to be rescued!"

David simply shook his head again and turned to the drone who walked through the now-open doorway. "I guess I overestimated you people," he said bitterly. "I figured you would have had something a bit more complex than knocking on the door." But his demeanor brightened when he saw Rex, Greybeard, Reptile, Tail, Hotwire, Zenna, Kat, and Helmie follow the drone in.

A red-and-black train glided up to the platform and the doors slid open. "Welcome," said the drone, gesturing grandly, "to the Trouble Train!"

EDIT: **OOC:** Obscurity lessened even more

Toa Tanak

Jan 28 2009, 10:31 PM

IC: Alpha slowly walked aboard the Trouble Train. He decided to walk with David. "Well we've waited a long time for this," he said. "Think there's going to be any more trouble?"

imperial officer

Jan 29 2009, 03:00 AM

IC: "No," said David "This is a brilliant piece of work, this. Zyra, the reason that wouldn't work was that, well." He got out a notebook. Inside it David had put lots of sums.

Cohrii

Jan 29 2009, 05:16 PM

OOC: Why would David have sums to prove that knocking on the door to the rhythm 'Shave and a haircut' would not make it open? I'm a little confused.

Lewa And Axalara

Jan 29 2009, 10:24 PM

IC: "Ok..." said Zyra, confused.

imperial officer

Jan 30 2009, 02:26 AM

OOC: You never said that!

IC: David walked around the trouble train.

Toa Tanak

Jan 31 2009, 05:46 PM

IC: Alpha sat down on one of the Trouble Train's leather seats.

Lewa And Axalara

Feb 3 2009, 12:20 AM

IC: Zyra sat down at the back of the train, in his own thoughts.

OOC: Who wants to start the train?

imperial officer

Feb 3 2009, 03:11 AM

IC: David started looking at the controls. "There we go!" he said. He pulled a lever, pressed a button and typed in some data. The Trouble Train started up.

PeabodySam

Feb 3 2009, 02:48 PM

OOO: Plausible, but remember that Ogel specifically designs his technology to be unable to simply be "figured out" by his enemies. He would probably use the same technology in his vehicles, especially his larger ones (the Trouble Train is one of the largest, as seen in the Alpha Team PC game). Alpha Team never figured out how to control the train; they had to sneak aboard while Ogel and his drones drove the train. And Alpha Team has some of the most brilliant and technology-savvy people on their team... so I doubt that if they could figure it out, anyone aside from Ogel and his drones could. Personally, I'd like to see how TC01 wrote how they started up the Trouble Train.

IC: The Trouble Train lurched to a halt, mere seconds later. "What the?" David murmured. He looked at the controls, trying to see what went wrong. A computer screen flashed to life, and on it was a rather cartoony skull laughing. With that, lasers popped out of the Trouble Train's ceiling and aimed directly at David.

The lasers remained stationary for a moment, but the laughing skull disappeared from the computer screen. Instead, the phrase "SECURITY SYSTEM DEACTIVATED" showed up. Seconds later, the lasers rose back into the ceiling. The Trouble Train was still not moving.

"What happened?" inquired Greybeard.

"It's rather obvious," replied Reptile. "Ogel doesn't want anyone riding the Trouble Train that he doesn't want - Alpha Team, for example. When you tried to start up the train, it was not the correct method, so that's why the security system was activated."

"So, then," muttered Hotwire, stepping up beside David, "let me try at this." He looked over the controls - the scores of buttons, the computer screens, all the switches - and gingerly pressed one of them. The laughing skull reappeared on the computer screen, but before the lasers came out, the security system was deactivated.

This time, a drone's voice rang through the Trouble Train: "Could you Dino Attack agents stop foolishly trying to activate our train? Just give us a moment to get aboard the train, and we'll help you out!"

OOO: ... it's all up to you, now, TC01.

EDIT: Oh, I guess while I was posting, TC01 managed to slip in... didn't see his post...

TakunuvaC01

Feb 3 2009, 03:40 PM

IC: The leader, a Super Sea Drone, who had just been promoted from Elite by means of a bizarre process, entered the Trouble Train and glared at the assembled agents. Four other drones took up positions next to the cockpit. In deference to the fact that they were allied with DA, they had their weapons holstered. In deference to Ogel's anti-train-hijacking protocol, they locked the cockpit door and scanned the train for intruders.

As Worker Drones were loading underground combat vehicles, Earthquake Orbs, digging machines, and weapons and Rock Drone companies were boarding the farther-back section of the Train (The allied forces were in the front section), the Super Sea Drone sat down in the chair and looked at his equipment. He tilted his head as he studied the system, and his fingers began to blur as he flipped various switches, turned dials, pressed buttons, cranked levers, and typed in command codes. It took about two minutes before virtually every device had been pressed.

A small transparent casing rose to reveal a quite simple control set- one screen, keyboard, joystick, and four dials. They were all fingerprint-sensitive. That is, since Drones didn't have fingerprints, if someone touched them with a fingerprint (besides Ogel's, of course), they would activate the laser cannons and laughing skull. Since the Drones had only restored four passages to underground installations (like the Goo Caverns, Ethanium Mines, and Ice Seams) the controls didn't need to be complicated.

"This is your pilot speaking," said the Super Sea Drone sarcastically into his the intercom. "We are about to launch. It will take about half an hour to reach the Caverns." He closed the channel, and turned one of the dials to a marker reading 'GC'. Outside, the entire loading platform rose and turned 270 degrees, revealing another tunnel leading into the Goo Caverns. The drone pressed down the joystick and the train was sent flying through the passageway.

Suddenly, the other panels began to beep. Where non-Super drones would have immediately hit every emergency button, the Super Sea Drone calmly activated the main scanners and found ten Mutant Raptors outside in attack positions in the train passageway. He would have ran them down in seconds, but he didn't want to take chances. So, the Drone turned another dial and then pushed two buttons at the same time to reveal a weapons control switch, and he pressed it.

The impressive targeting AI of the Trouble Train revealed a dozen laser cannons on the outside of the vehicle, and began pounding away at the targets. In approximately 5.67 seconds, there were a hundred burn marks on the cavern wall... and no Raptors in sight.

Lewa And Axalara

Feb 4 2009, 12:55 AM

IC: The train continued on through the tunnel. Zyra looked out a tiny window, all he could see was the tunnel walls, there wasn't going to be anything to do for the entire ride.

imperial officer

Feb 4 2009, 06:00 AM

IC: David studied the drones carefully. He had almost never had a chance to look at a robot like these before.

PeabodySam

Feb 4 2009, 06:28 AM

OOC: ... You do realize that, in fact, drones are not robots? Most of Ogel's drones were once regular people turned zombie-like by his Mind-Control Orbs. There are the fan-made Meda Drones which are indeed robots, but those haven't been used since Victor Draven's Alpha Team Mission Deep Freeze RPG. Most other types of drone (including Sea Drone, Ice Drone, and Rock Drone) are zombie-like Minifigs.

IC: Rex sat down on one box in the Trouble Train, once used for shipping Ogel Island plants. He watched the drones who stood near the Dino Attack agents. He felt uncomfortable being so close to them in such an enclosed environment. Sure, Dino Attack and Ogel had a temporary alliance, but nearly three times now in the past few days, drones had been trying to shoot the teammates.

It was lucky, Rex decided, that Reptile was able to tell them how to contact Ogel and receive his confirmation. Apparently, from what that Super Ice Drone had said, Ogel had not contacted them in months. In that time, the drones created a new security system and tried to shoot down any intruder. *What if it were years?* Rex found himself thinking. *If a group of drones were left alone by Ogel and Alpha Team to work together for years, what could they accomplish? Would they become even smarter and more dangerous than Ogel himself? Perhaps try to overthrow him if he comes back?*

If that were the case, these drones might have already thoughts of rebellion. Perhaps that is why Rex was so uncomfortable around them. Then again, being that drones were more or less zombies, that in itself was a reason to feel repulsed by them.

imperial officer

Feb 4 2009, 08:02 AM

IC: *But they're not robots. Zombies. There are that.* That made David back away from them. He then asked Zyra to play cards with him to take his mind off the unpleasant thing that were thought of.

Lewa And Axalara

Feb 6 2009, 02:10 AM

IC: Zyra agreed, David pulled out a pack of cards he had. Then Zyra looked at a drone. "How long until we're there?" he asked.

imperial officer

Feb 6 2009, 03:09 AM

IC: "26 minutes." replied the Drone. David, by this time had made a house of cards. "What shall we play?" asked David.

Lewa And Axalara

Feb 6 2009, 03:17 PM

IC: "Don't care." said Zyra. He was getting bored of the train ride by now. There wasn't anything to see outside the train and nothing to do.